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| Name | Class | Scenary |
| setupStage1 | BBT | An empty BBT type object is created |

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| **Test Objective:** verify the correct addition of objects to the BBT | | | | |
| **Class** | **Method** | **Scenary** | **Input** | **Output** |
| BBT | insert | setupScenary  1 | new BBT(node: “a” ," key: 3);  new BBT(node: “b” ," key: 2);  new BBT(node: “c” ," key: 8); | The node “a”,”b” and “c” were correctly added |
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| **Test Objective:** verify the correct deletion of a node in BBT | | | | |
| **Class** | **Method** | **Scenary** | **Input** | **Output** |
| BBT | delete | setupScenary  1 | new BBT(node: “a” ," key: 3);  new BBT(node: “b” ," key: 2);  new BBT(node: “c” ," key: 8);  delete(key : 8); | The node “c” with key 8 was deleted, now that node is equals to null and no belong to the BBT |
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| **Test Objective:** verify the correct deletion of a node with one child in BBT | | | | |
| **Class** | **Method** | **Scenary** | **Input** | **Output** |
| BBT | delete | setupScenary  1 | new BBT(node: “a” ," key: 3);  new BBT(node: “b” ," key: 2);  new BBT(node: “c” ," key: 8);  new BBT(node: “d” ," key: 5);  delete(key : 8); | The node “c” with key 8 was deleted, now that node is equals to null and no belong to the BBT and now the node “a” has a new right child, the node “5” |
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| **Test Objective:** verify the correct deletion of a node with two children in BBT | | | | |
| **Class** | **Method** | **Scenary** | **Input** | **Output** |
| BBT | delete | setupScenary  1 | new BBT(node: “a” ," key: 3);  new BBT(node: “b” ," key: 2);  new BBT(node: “c” ," key: 8);  new BBT(node: “d” ," key: 5);  new BBT(node: “d” ," key: 10);  delete(key : 8); | The node “c” with key 8 was deleted, now that node is equals to null and no belong to the BBT |
|  |  |  |  |  |